

## Abstract

Their Memory aims to explore how games design and technology can enhance documentary and storytelling techniques in engaging hard to reach audiences with wartime memories.

Their Memory is a VR (Oculus Go/Oculus Rift) experience designed to engage younger people with the poppy appeal as well as represent the memories of British Army veterans and the conflicts they have been involved in. In Their Memory, the player visits the famous Lady Haig poppy factory in Edinburgh. The environment is fully realised and recreates the character and detail of the factory in real life. Within VR, players can explore the desks of the different ex-servicemen who now work at the factory. On each desk are mementos and artefacts unique to each veteran. The player can pick up and explore each object, when the objects are interacted with, they play an audio clip. Each piece of audio is a memory that relates to the previously picked up object. Memories are recounted by the veterans who owns the picked-up object. Utilising VR technology, players can fully immerse themselves in a real-life environment and be fully engaged in the veteran's stories. Utilising immersive technology such as virtual reality increases engagement and is a more appealing engagement tool than traditional methods.

## Transcript

0:00

I heard about their memory through Ian

0:09

Donald Elektra he rabbit ate and the

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subject matter really resonated with me

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and I thought it'd be interesting to

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work on this project show people why

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they should remember World War one too

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but also remember the veterans of today

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because they're equal is important send

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us a marvelous time this new technology

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important what people know and

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especially the younger generation I

0:37

think you're hardly the difference to do

0:40

the one old like I think it's quite

0:41

important and I think the whole project

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has been very worthwhile I've thoroughly

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enjoyed watching the end product

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researching and looking at how a new

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form of technology can change people's

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views using the memories of others who

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Scotland who are the guardians of

0:58

remembrance and Scotland to what with a

1:00

party who are at the cutting edge of new

1:02

technology particular in the gaming

1:04  
industry projects like this will ensure  
1:06  
that a younger generation they can  
1:08  
interact they can understand and  
1:10  
importantly hopefully ensure that Warren  
1:14  
may be a thing of the past we have this  
1:16  
whole connection between technology  
1:18  
storytelling heritage and history and  
1:20  
it's being told through the form of game  
1:23  
design and game technology if you strip  
1:26  
it all the way well it's mostly about  
1:27  
its storytelling  
1:29  
[Music]